

CHARACTER DETAILS

XP

NEXT LEVEL

RACE

BACKGROUND

AGE

HEIGHT

WEIGHT

ALIGNMENT

DEITY

SIZE

SEX

VISION

CHARACTER APPEARANCE

PROFICIENCIES

WEAPONS & ARMOR

TOOLS

LANGUAGES

CHARACTER BACKSTORY

RACIAL FEATURES

ALLIES & ORGANIZATIONS

ADDITIONAL TRAITS & FEATURES

BACKGROUND

SUMMARY

FEATURE

PERSONALITY
TRAITS

IDEAL

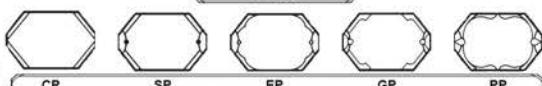
BOND

FLAW

INVENTORY

WEALTH

COIN



GEMS

10 GP 50 GP

100 GP 500 GP

1000 GP 5000 GP

25 GP 250 GP

750 GP 2500 GP

ART PIECES

7500 GP

LOAD

CARRYING CAPACITY

CURRENT LOAD

PUSH, DRAG & LIFT

EQUIPPED ITEMS

ATTUNED

ARMOR

HEAD

NECK

BACK

HANDS

BELT

FEET

RING

RING

OTHER

WEAPONS & ARMOR

ADVENTURING GEAR

OTHER MAGIC ITEMS

TOOLS & KITS

TRINKETS

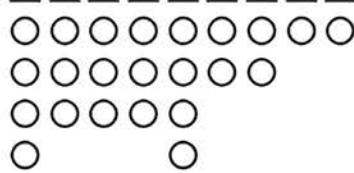
MOUNTS & VEHICLES

SPELLBOOK

SPELL SLOTS

LEVEL 1st 2nd 3rd 4th 5th 6th 7th 8th 9th

TOTAL SLOTS _____



CANTRIPS KNOWN

SPELL ATTACK BONUS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELLS KNOWN

SPELL LEVEL PREPARED CONCENTRATION

Spells Known Total

Spells Prepared Total

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

SPELLBOOK

SPELL LEVEL PREPARED CONCENTRATION

SPELLS KNOWN

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

SPELLBOOK

SPELL LEVEL PREPARED CONCENTRATION

SPELLS KNOWN

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

PROFICIENCIES

WEAPONS & ARMOR

TOOLS

CHARACTER CLASS**STARTING EQUIPMENT**

SAVING THROWS

SKILLS

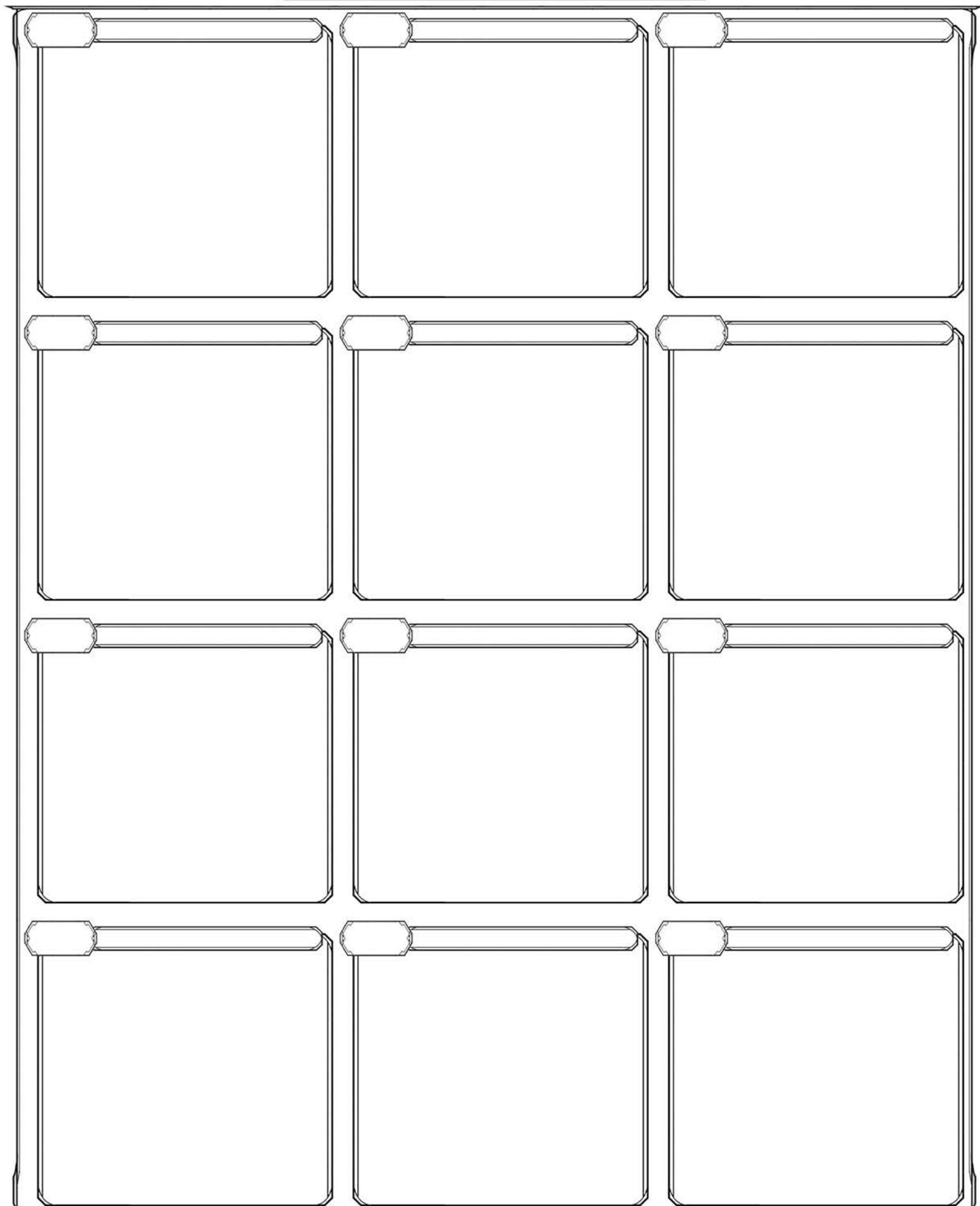
d **HIT DICE****HIT POINTS AT 1ST LEVEL** + your Constitution modifier**HIT POINTS AT HIGHER LEVELS** d (or) + your Constitution modifier
per level after 1st

WEAPONS, ARMOR & ITEMS

PACK CONTENTS

CHARACTER PROGRESSION

CHARACTER PROGRESSION



CHARACTER PROGRESSION

